First Battle of Algeciras

Historical Overview (from Wikipedia)

A French squadron, seeking to join the Spanish fleet at the Spanish Atlantic base of Cadiz, sailed from Toulon on 13 June under Contre-Admiral Charles Linois. Rounding the British naval base of Gibraltar on the southern coast of Spain on 4 July, Linois learned that a British squadron under Rear-Admiral Sir James Saumarez was on station off Cadiz. Seeking to avoid battle with Saumarez's much larger force, Linois anchored in the Spanish port of Algeciras, close to Gibraltar. Saumarez discovered Linois there on 6 July and attacked at 08:30, his ships hampered by light winds and Linois's strong defensive position.

During the battle, in which the French squadron was heavily supported by fire from Spanish shore batteries and gunboats, the British ship HMS Hannibal grounded and could not be refloated. Two of the French ships were also driven ashore, but the fire of the Spanish batteries and the lack of wind all contributed to Saumarez calling off the attack at 13:35, leaving Hannibal stranded and isolated. Captain Solomon Ferris was left with no option but to surrender Hannibal, as the remainder of the British force limped back to Gibraltar.

Order of Battle

For each ship, I've listed the suggested SGN models/parts to use. Feel free to work with what you have. For the Spanish gunboats, there are cut-out tokens included below. Paper-version ship mats for all ships are also included below.

British:

HMS Ceasar (80)	[SGN102A]
HMS Pompee (74)	[SGN102A]
HMS Hannibal (74)	[SS04, SGN104B or SGNKS04]
HMS Venerable (74)	[SS04, SGN104B or SGNKS04]
HMS Audacious (74)	[SS04, SGN104B or SGNKS04]
HMS Spencer (74)	[SS04, SGN104B or SGNKS04]
HMS Calpe (14)	[SGN107A]

French & Spanish:

Formidable (80)	[SS02, SGN102B or SGNKS02]
Indomptable (80)	[SS02, SGN102B or SGNKS02]
Desaix (74)	[SS02, SGN102B or SGNKS02]
Muiron (40)	[SGN105A or SGN105B]
Fort Santiago / Almirante Battery (8 guns?)	[Part #5031—9 burden / 3 arc fortress]
Isla Verde Battery (7 guns)	[Part #5035 – 7 burden / 2 arc fortress]
Villa Vieja Battery (3 guns?)	[Part #5032 – 3 burden / 1 arc fortress]
7 Gunboat flotillas (each representing 2 boats)	[cut out tokens included below]

Setup

Use two Sails of Glory ship mats, end to end. Place terrain (coastal pieces, batteries, islands and shoals) from the Coasts and Shoals and Coastal Battery packs, as indicated. (Please note that this picture is a bit messy, and several inches are cut off from the right-hand side—sorry! But you should be able to scale up the resolution to see some of the details). Set up the French ships as indicated (with struck sails). The British ships begin off-map.
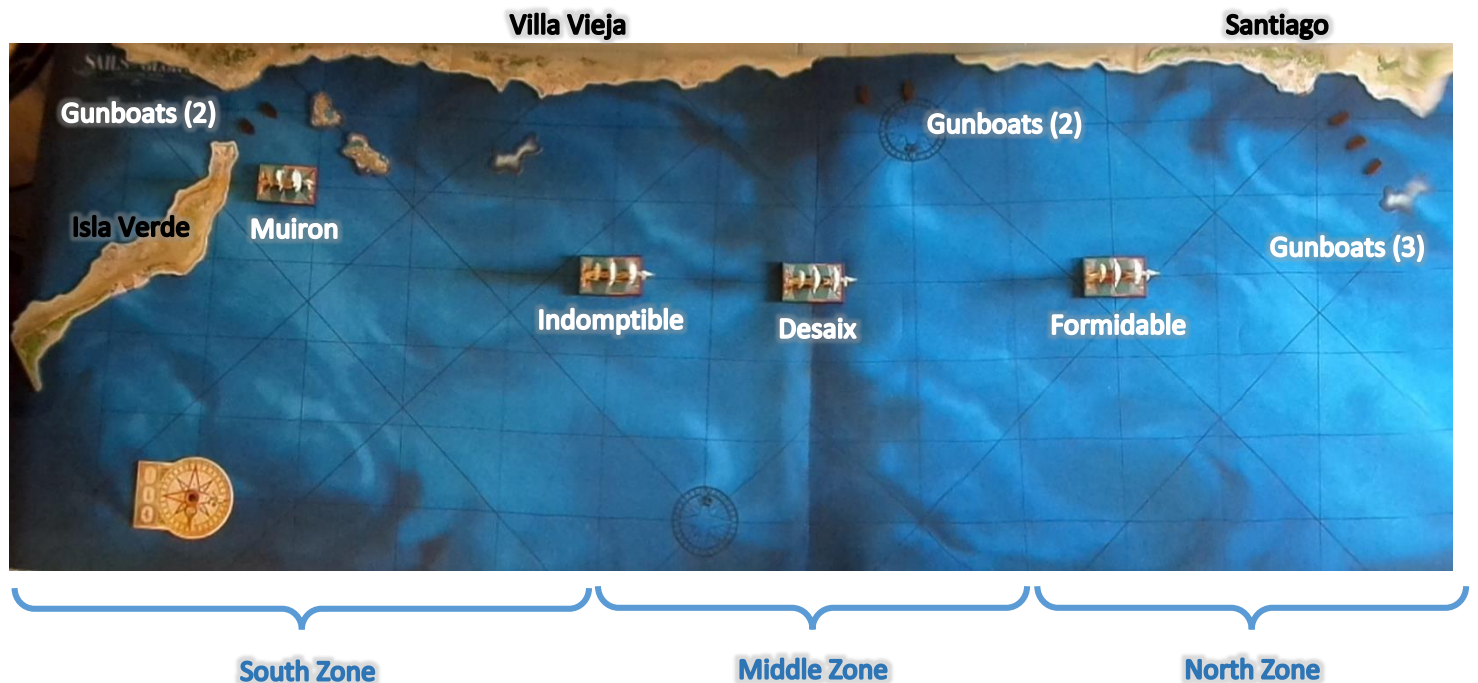
The map is divided into three zones. The South zone is the leftmost 3/4 of the lefthand mat (i.e., spanning 6 grid columns). The North zone is the rightmost 3/4 of the righthand mat (spanning 6 grid columns). The Middle zone is the remaining 1/4 of each mat, at the center (spanning 4 grid columns).

At the beginning of the game, the wind intensity is low, and the wind is blowing from top to bottom of the diagram (i.e. west to east).

British Entry

The British fleet enters from the east side of the map, opposite the shoreline. One ship enters each turn, and must be placed so that its entire base is within the indicated map zone, and the rear of the ship's base touches the map edge.

Turn 1: HMS Pompee (North zone)
Turn 2: HMS Venerable (Middle zone)
Turn 3: HMS Audacious (South zone)
Turn 4: HMS Hannibal (North zone)
Turn 5: HMS Caesar (Middle zone)
Turn 6: HMS Spencer (South zone)
Turn 7: HMS Calpe (any zone)

<u>Special Rules</u>

(credit to David Manley for boat rules, and David Kapaun/David Manley for ideas about towing and warping)

1) Wind

This scenario uses a special version of the variable wind speed/direction rules.

Each of the three map zones (North/Middle/South) has its own wind speed and direction, which must be tracked independently (cut-out markers are included below). A ship uses the wind from the zone that it is in. If a ship spans two zones, use the zone which contains the middle point of the stern-end of the ship's base.

In this scenario the wind in each of the zones must always either low strength, or calm. It is never medium or high strength. In calm wind, ships cannot move (except by towing and warping—see below). Simply discard the planned maneuver. When playing with the "time to react" rule, you must still plan a maneuver while becalmed, in case the wind should pick up in a future turn.

At the end of each turn, for each zone, roll dice to determine if the wind speed and wind direction are changing.

For the wind direction, roll one die: 1-2 = veering left, 3-4 = veering right, 5-6 = no change. The wind must veer twice to actually change direction. The first time the wind veers, put the appropriate token on the wind direction marker for that zone. In subsequent turns, if the wind veers again in the same direction, then remove the token and shift the wind direction marker 45 degrees in the appropriate direction. However, if the wind veers back in the opposite direction, simply remove the token.

For wind speed, roll one die. If the zone does **not** already have a "wind speed changing" token, and if the roll is 1-2, then add a wind speed changing token to the wind direction marker for that zone. But if the zone **does** already have a "wind speed changing" token, then remove the token, and on a roll of 1-4, change the wind speed in that zone (either from calm to low strength, or from low strength to calm).

2) Forts

Because they are fixed positions and on high ground, forts have greater range than ships. Forts may fire at up to 1.5 ruler length, treating extended attacks as normal A-range shots.

3) Boats (Gunboats and Ships' Boats)

The Spanish start with 7 gunboat units. Ships may also launch boats during the course of the battle.

To represent boats, cut out the boat tokens included below, or create your own. Boats do not have facing—all movement and combat distances are simply measured from the boat's bow.

Boats may move a distance up to C/D on the range ruler each turn, in any direction. Boats are moved after ship movements have been planned, but before they are revealed. Boats cannot collide with ships—if a ship ends its movement overlapping with a boat, move the boat the minimum distance so as to remove any overlap with the ship's base.

Ships' boats have one hull box. Gunboats have two hull boxes (as indicated on the log below). Boats can be targeted normally by artillery or musket fire. A boat loses one hull box for each damage chit that shows either hull damage or a crew casualty (a chit with both crew and hull damage still results in the loss of only one hull box). When a boat runs out of hull boxes, it is sunk and should be removed from the board.

Gunboats can make artillery attacks, in any direction, with a firepower of one. Ships' boats do not have any attack ability. If a boat attacked in the previous turn, then this turn it must reload and cannot fire.

Boats cannot be raked. However they can rake a ship, if a line drawn from the boat's bow to the mainmast of the ship crosses the front or back edge of the ship's base.

Ships with a burden of 5 or higher carry three boats. Ships with a burden of 4 carry two boats. For every three hull boxes a ship loses, one of the boats aboard is destroyed.

In any turn when a ship is not moving (i.e. it is becalmed, run aground, or the sails are struck) it can launch one boat, *or* take aboard one boat, during the action phase. Under advanced rules this requires a planned crew action.

To launch a boat, one crew box must be marked off of the ship, and the boat is placed on the map, touching the ship's base. The boat cannot move this turn.

To recover a boat, the boat must touching the ship's base. The boat is removed from the map, and added to the ship's tally. One box of crew damage can be removed from the ship.

4) Shallow Water

If a ship with burden 5 or higher moves within C/D distance on the ruler of any terrain feature (coast, coastal battery, island or shoal), then it immediately runs aground and must cease movement. Likewise if any ship with a burden less than 5 actually touches any terrain feature, then it too runs aground and ceases movement.

Ships that run aground do not suffer any damage. However they cannot move again until they are towed out of the shallows to deeper water.

5) Towing & Warping

Any French ship which has not yet raised sail in the game may warp inshore during the movement phase. Without changing its facing, or moving it forward or backward, simply move the ship up to one ruler width directly to the left, i.e. towards shore.

During the movement phase, ships which are immobile (becalmed, aground, or sails struck) may be towed. They must begin the movement phase with a boat located within 1 ruler width of the ship's base, but not in contact with it. The ship may be moved directly toward the boat, until the ship's base comes into contact with the boat.
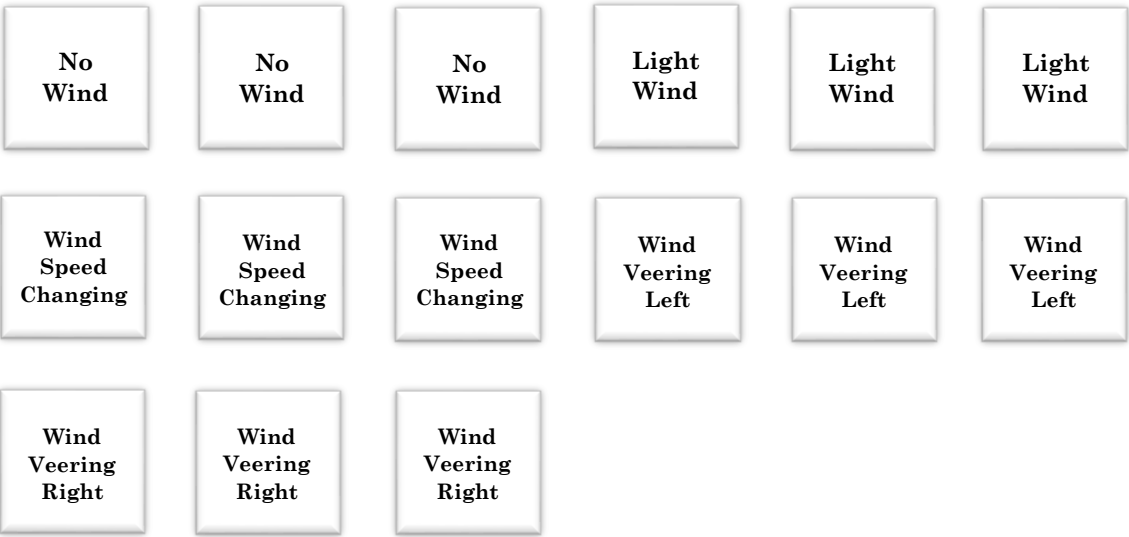
The sloop HMS Calpe can also tow British ships. Calpe must have sails struck, and be located within C/D distance on the ruler from another immobile British ship. During the movement phase the British ship can be moved up to 1 ruler width directly toward Calpe.

Scenario Tokens (cut out)

Wind direction indicators (North/Middle/South zone):

Wind change indicators:

No Wind	No Wind	No Wind	Light Wind	Light Wind	Light Wind
Wind Speed Changing	Wind Speed Changing	Wind Speed Changing	Wind Veering Left	Wind Veering Left	Wind Veering Left
Wind Veering Right	Wind Veering Right	Wind Veering Right			

Gunboats and ships' boats:

Gunboats #1/2 Gunboats #3/4 Gunboats #5/6 Gunboats #7/8 Gunboats #9/10 Gunboats #11/12 Gunboats #13/14

Ship's Boat Ship's Boat Ship's Boat Ship's Boat Ship's Boat Ship's Boat Ship's Boat

Formidable — France

		4-7-4	4-7-4	4-6-4	4-6-4	3-5-3	3-5-3	2-4-2	2-3-2	1-2-1	X	X	X
🚢	5	– 4 –	– 4 –	– 4 –	– 4 –	– 3 –	– 3 –	– 3 –	– 2 –	– 2 –	– 1 –	———	———
📦	B	4	4	3	3	3	2	2	2	1	1	X	X
⎈	5												

0-Box	Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	Ammo-Port																						
	Ammo-Strbd																						
	Sail																						
	Action 1																						
	Action 2																						
	Action 3																						
	Action 4																						

Indomptable — France

		4-7-4	4-7-4	4-6-4	4-6-4	3-5-3	3-5-3	2-4-2	2-3-2	1-2-1	X	X	X
🚢	5	– 4 –	– 4 –	– 4 –	– 4 –	– 3 –	– 3 –	– 3 –	– 2 –	– 2 –	– 1 –	———	———
📦	B	4	4	3	3	3	2	2	2	1	1	X	X
⎈	5												

0-Box	Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	Ammo-Port																						
	Ammo-Strbd																						
	Sail																						
	Action 1																						
	Action 2																						
	Action 3																						
	Action 4																						

Desaix — France

		4-7-4	4-7-4	4-6-4	3-5-4	3-5-3	2-4-2	2-3-2	2-3-2	1-2-1	X	X	X
🚢	5	– 4 –	– 4 –	– 4 –	– 4 –	– 3 –	– 3 –	– 3 –	– 2 –	– 2 –	– 1 –	———	———
📦	B	4	4	3	3	3	2	2	2	1	1	X	X
⎈	5												

0-Box	Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	Ammo-Port																						
	Ammo-Strbd																						
	Sail																						
	Action 1																						
	Action 2																						
	Action 3																						
	Action 4																						

Muiron — France

		2-4-2	2-4-2	2-3-2	2-3-2	1-2-1	1-2-1	1-2-1	1-1-1	X	X	X	X
🚢	4	– 4 –	– 4 –	– 4 –	– 4 –	– 3 –	– 3 –	– 2 –	– 1 –	– 1 –	———	———	———
📦	E	3	2	2	2	2	2	1	1	1	X	X	X
⎈	6												

0-Box	Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	Ammo-Port																						
	Ammo-Strbd																						
	Sail																						
	Action 1																						
	Action 2																						
	Action 3																						
	Action 4																						

Codes

Ammunition	B-ball C-chain G-grape D-double-shot	**Sails**	FS-full sail NS-normal sail BS-backing sail SS-struck
Actions	FP-fire - port FS-fire - stbd LP-reload - port LS-reload - stbd M-musket fire B-boarding		
	R-repair dmg X-extinguish fire P-pump water IS-increase sail DS-decrease sail G-grog		

Santiago & Almirante — Spain

	7		2-3-2	2-3-2	2-3-2	2-3-1	2-2-1	1-2-1	1-1-1	1-1-0	X	X	X	X
	-	✋	– 3 –	– 3 –	– 2 –	– 2 –	– 1 –	– 1 –	– 1 –	– 1 –	———	———	———	———
	-		2	2	1	1	1	1	1	1	X	X	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

Isla Verde — Spain

	5		3-2	3-2	3-2	2-2	2-2	2-1	2-1	1-0	X	X	X	X
	-	✋	– 3 –	– 2 –	– 2 –	– 2 –	– 1 –	– 1 –	– 1 –	– 1 –	———	———	———	———
	-		2	1	1	1	1	1	1	1	X	X	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

Villa Vieja — Spain

	3		2	2	2	1	1	1	1	X	X	X	X	X
	-	✋	– 2 –	– 2 –	– 2 –	– 1 –	– 1 –	– 1 –	– 1 –	———	———	———	———	———
	-		1	1	1	1	1	1	1	X	X	X	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

Gunboats — Spain   Move: C/D distance, any direction

	1	Hull Boxes		Ammo	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
#1/2		1	1																					
#3/4		1	1																					
#5/6		1	1																					
#7/8		1	1																					
#9/10		1	1																					
#11/12		1	1																					
#13/14		1	1																					

Codes

Ammunition	B-ball C-chain G-grape D-double-shot	**Sails**	FS-full sail NS-normal sail BS-backing sail SS-struck
Actions	FP-fire - port FS-fire - stbd LP-reload - port LS-reload - stbd M-musket fire B-boarding		
	R-repair dmg X-extinguish fire P-pump water IS-increase sail DS-decrease sail G-grog		

HMS Ceasar — Britain

	5-7-5	5-7-5	4-7-5	4-6-4	3-5-4	3-4-3	2-4-2	2-3-2	1-2-2	X	X	X
5	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	——	——
B / 5	4	4	3	3	3	3	2	2	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

HMS Pompee — Britain

	4-7-5	4-7-4	4-6-4	3-5-4	3-5-3	2-4-3	2-3-2	1-2-2	1-2-1	X	X	X
5	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	——	——
B / 5	4	4	3	3	3	2	2	2	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

HMS Audacious — Britain

	4-6-4	4-6-4	3-5-4	3-5-3	3-4-3	2-4-3	2-3-2	1-2-1	1-1-1	X	X	X
5	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	——	——
D / 5	3	3	3	3	2	2	2	1	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

HMS Venerable — Britain

	4-6-4	4-6-4	3-5-4	3-5-3	3-4-3	2-4-3	2-3-2	1-2-1	1-1-1	X	X	X
5	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	——	——
D / 5	3	3	3	3	2	2	2	2	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

Codes

Ammunition	B-ball C-chain G-grape D-double-shot	Sails	FS-full sail NS-normal sail BS-backing sail SS-struck

Actions FP-fire - port   FS-fire - stbd   LP-reload - port   LS-reload - stbd   M-musket fire   B-boarding
R-repair dmg   X-extinguish fire   P-pump water   IS-increase sail   DS-decrease sail   G-grog

HMS Hannibal — Britain

Ship	Gun											
5	4-6-4	4-6-4	3-5-4	3-5-3	3-4-3	2-4-3	2-3-2	1-2-1	1-1-1	X	X	X
D	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	———	———
5	3	3	3	3	2	2	2	2	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

HMS Spencer — Britain

Ship	Gun											
5	4-6-4	4-6-4	3-5-4	3-4-3	3-4-3	2-4-3	2-3-2	1-2-1	1-1-1	X	X	X
D	— 4 —	— 4 —	— 4 —	— 4 —	— 3 —	— 3 —	— 3 —	— 2 —	— 2 —	— 1 —	———	———
5	3	3	3	3	2	2	2	1	1	1	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

HMS Calpe — Britain

Ship	Gun											
1	1-2-1	1-2-1	1-1-1	1-1-1	1-1-1	0-1-0	X	X	X	X	X	X
G	— 4 —	— 4 —	— 3 —	— 3 —	— 2 —	— 1 —	— 1 —	———	———	———	———	———
8	2	2	1	1	1	1	X	X	X	X	X	X

0-Box

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Ammo-Port																						
Ammo-Strbd																						
Sail																						
Action 1																						
Action 2																						
Action 3																						
Action 4																						

Codes

Ammunition	B-ball C-chain G-grape D-double-shot **Sails** FS-full sail NS-normal sail BS-backing sail SS-struck
Actions	FP-fire - port FS-fire - stbd LP-reload - port LS-reload - stbd M-musket fire B-boarding
	R-repair dmg X-extinguish fire P-pump water IS-increase sail DS-decrease sail G-grog